**At the upper level, Main.vi has three sections**

1. **Initialize everything. That includes**
   1. Boat type
   2. All the notifiers that pass data between various parts of the code
   3. Various waypoint queues, used to keep track of what the waypoints are
   4. XBee serial port, useful for small boats like the HMS Garland which communicate over XBee
2. **Start Forebrain, Midbrain, and Hindbrain. Each of these brains runs their own separate loops**
   1. Also start displaying all interesting boat variables using the notifiers
3. **Close down any processes that need it**
   1. At the moment, this is unused

**What are notifiers?**

Notifiers are a data passing tool that passes around a reference to a notifier, kind of like a pointer. Anybody can write or read from a notifier, as long as they have been passed the reference. When reading a notifier, the read code finds the last data that was written to the notifier. Code can also be set up to wait and only run after he notifier has been updated.